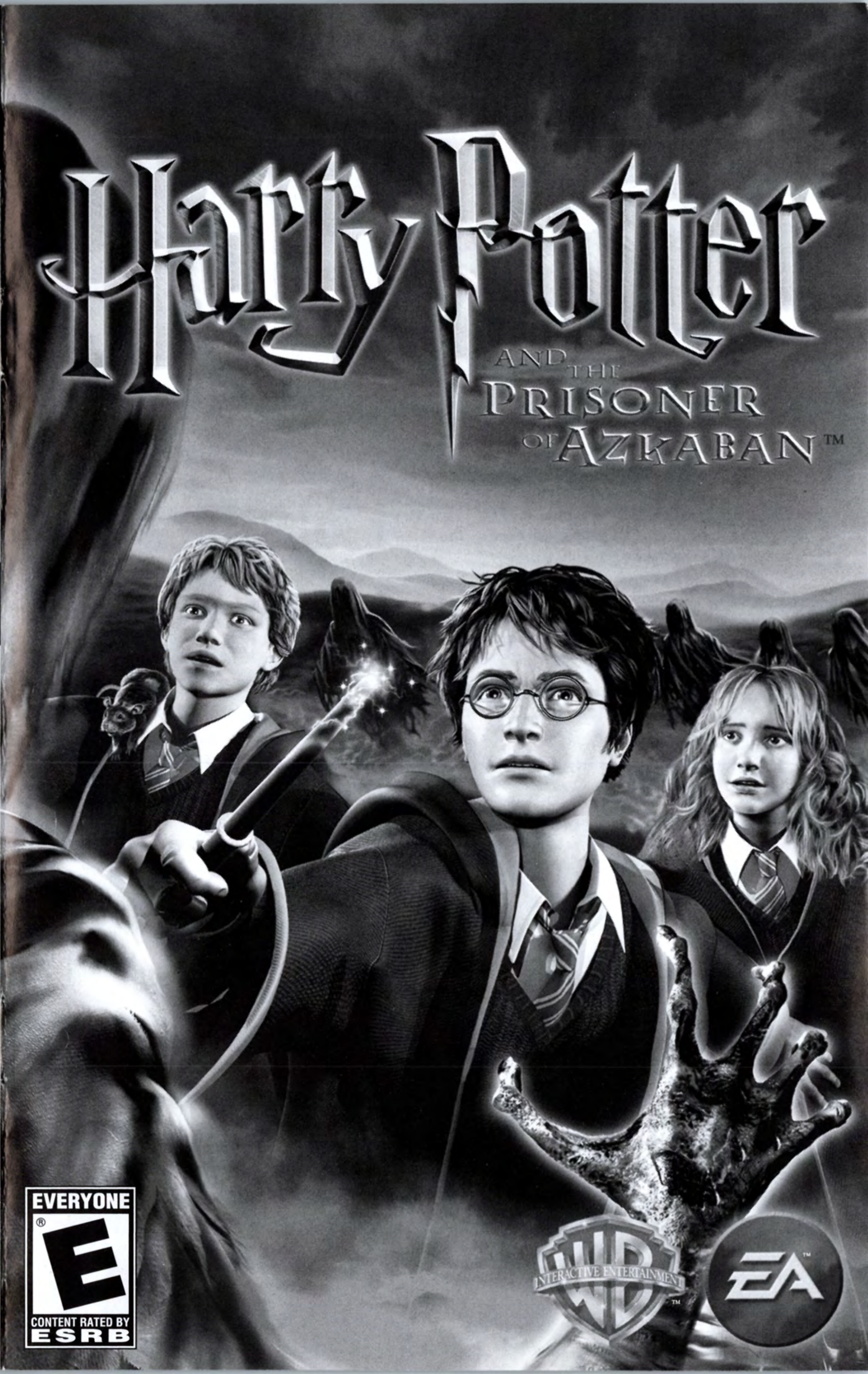
Harry Potter

AND THE PRISONER OF AZKABAN™



EVERYONE

CONTENT RATED BY ESRB

INTERACTIVE ENTERTAINMENT™

EA™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

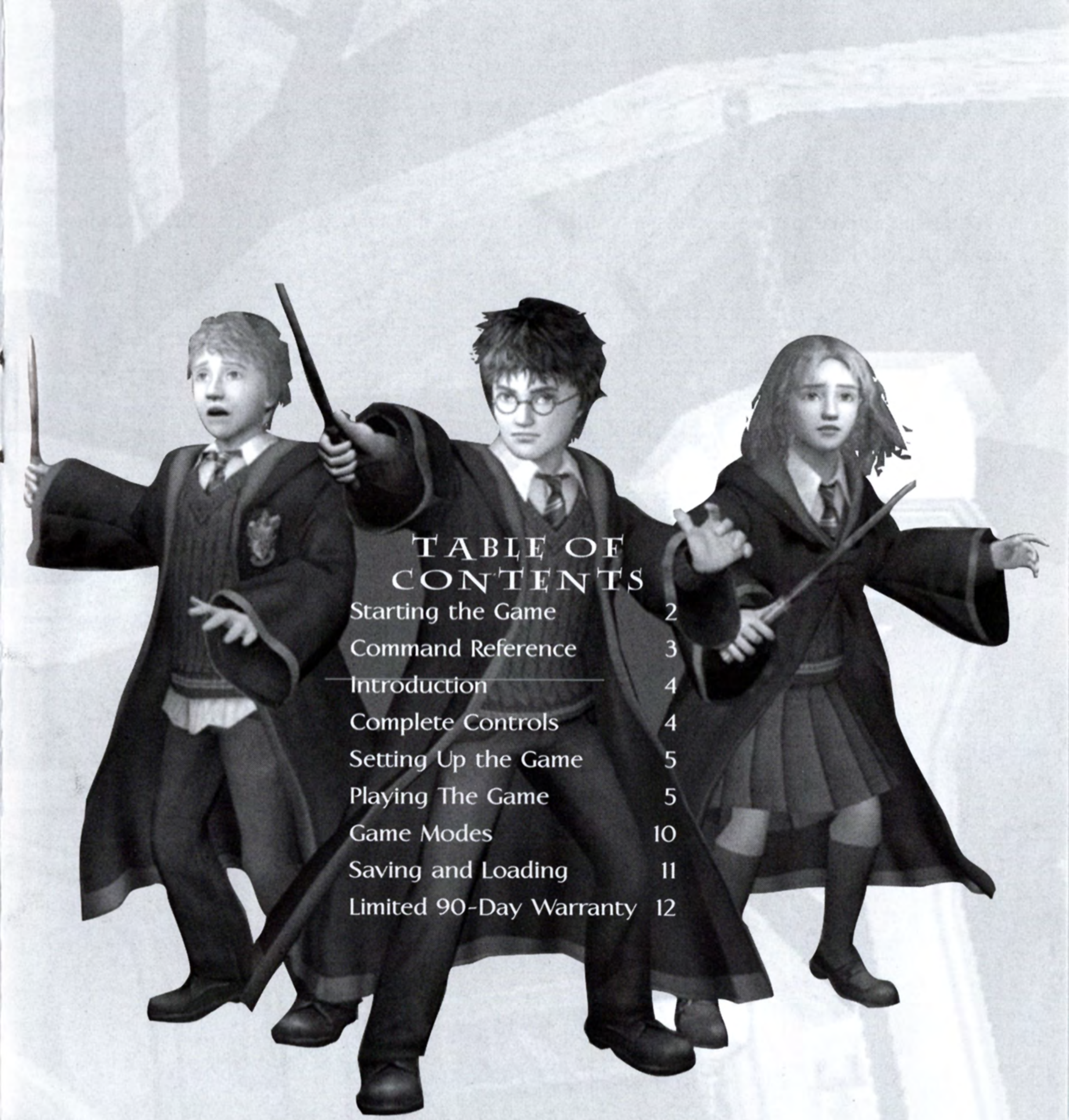
USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please visit the ESRB at www.esrb.org.



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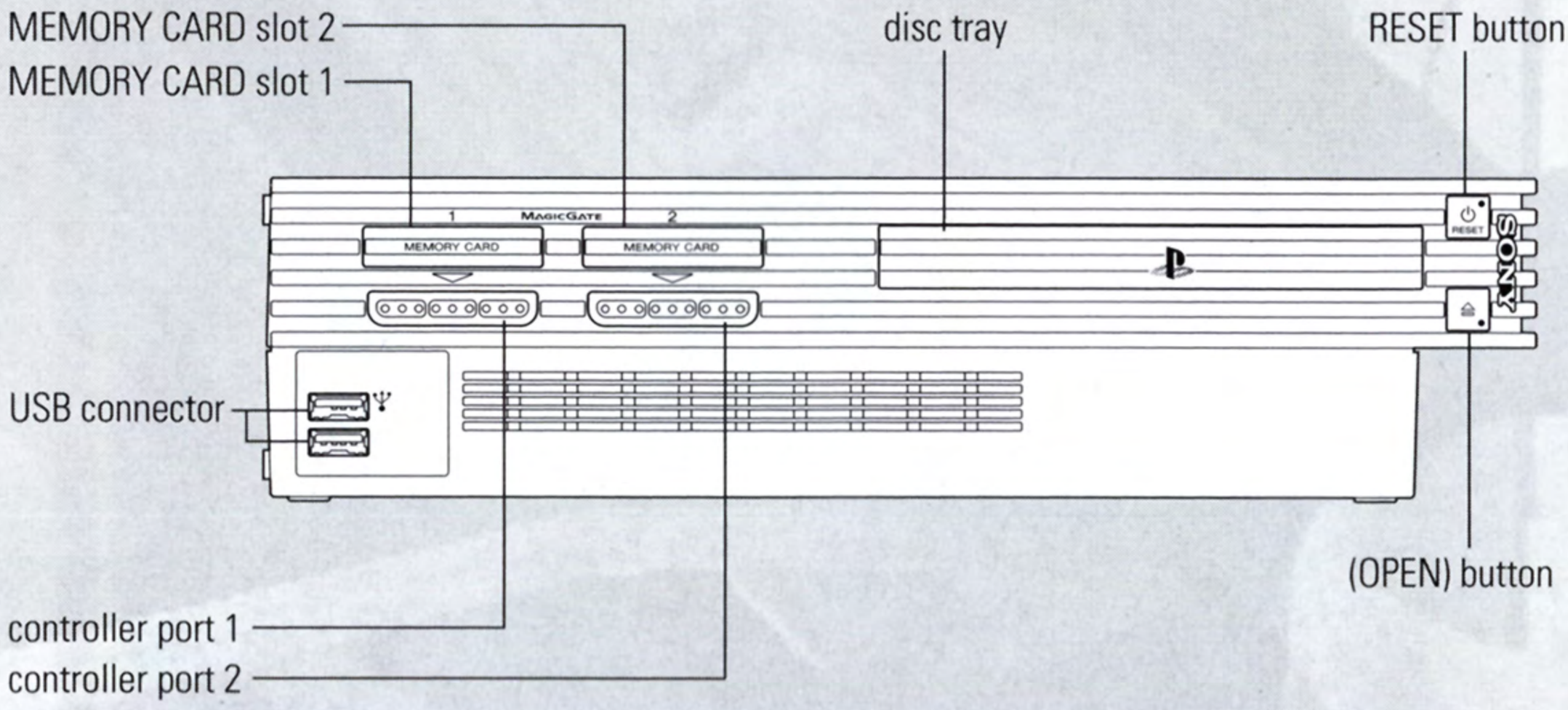
Note: For more on the EA™ range of Harry Potter video games, visit **www.harrypotter.ea.com**

STARTING THE GAME

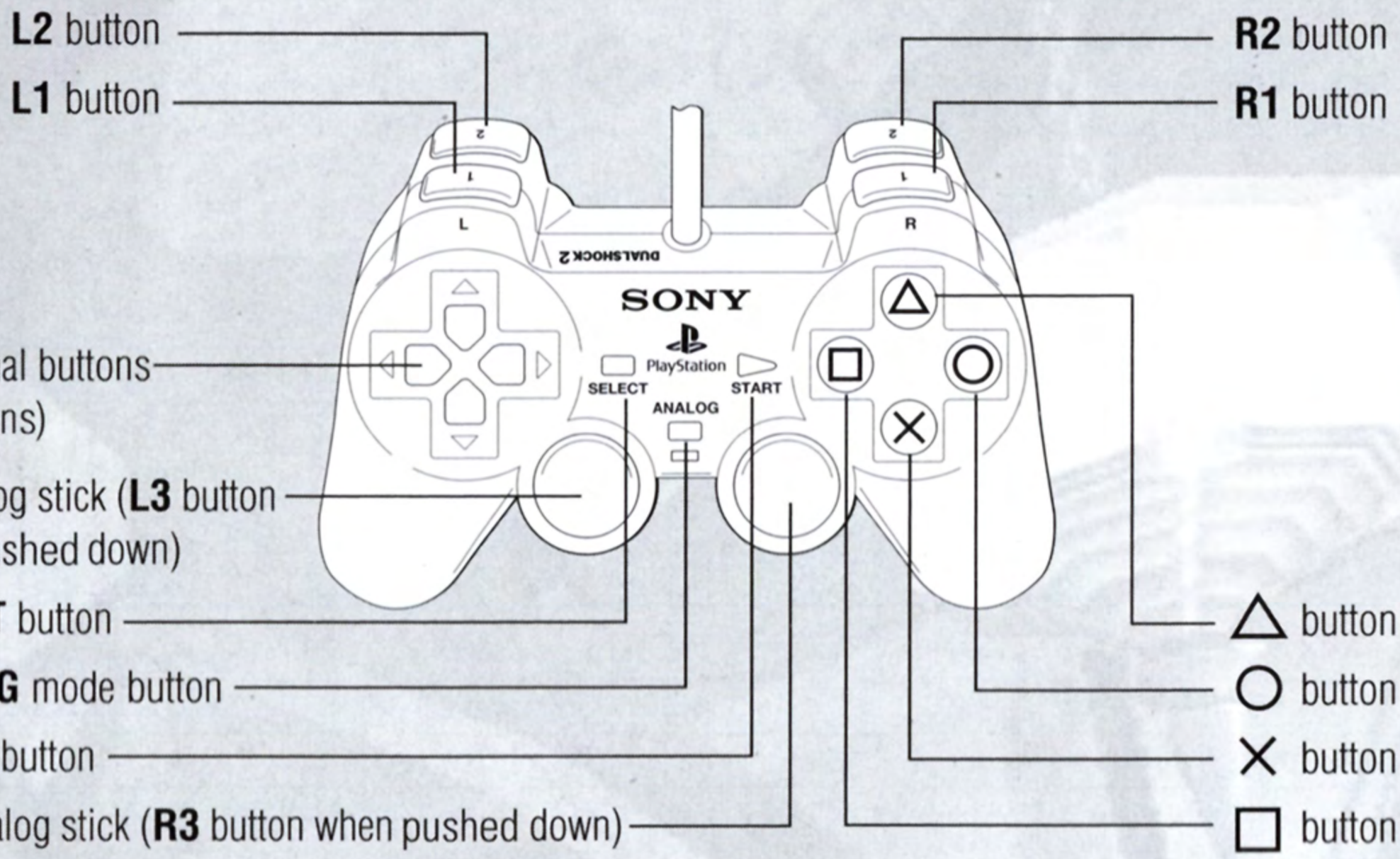
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Harry Potter and the Prisoner of Azkaban* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION

After a dreadful summer with the Dursleys, Harry Potter can't wait to start his third year at Hogwarts School of Witchcraft and Wizardry. Events take a strange turn, however, when Harry discovers that Sirius Black, the man believed to have betrayed Harry's parents and thus responsible for their murders, has escaped from the wizard prison Azkaban.
Black appears to be seeking revenge on Harry for thwarting "You-Know-Who", while the Dementors, Azkaban prison guards sent to Hogwarts to protect the school and recapture Black, affect Harry in a disturbing way. With the help of Ron and Hermione, Harry is intent on unraveling the mystery surrounding Sirius Black and his escape from Azkaban.

COMPLETE CONTROLS

MENU CONTROLS

Highlight menu option	D-button ↑/↓/←/→
Select highlighted option/complete action/ toggle option setting	⊗ button
Adjust selected option	D-button ←/→
Go back/cancel	△ button

GAME CONTROLS

Move character	Left analog stick
Cast spells (when assigned)	□ button/△ button
Action Button (context sensitive)	⊗ button (the function of this button changes as you get close to objects and people)
Character swap	○ button
Center view behind character/ targeting button (change targets)	R1 button (press repeatedly to cycle through targets)
Character's view	L2 button
Take a closer look/ sneak-a-peak in 'sneak' mode	Left analog stick ←/→
Camera 'look around'	Right analog stick
Pause game/in-game options	START button
Open Inventory, map, task and quest screens	SELECT button
Call companion	L1 button

FLYING CONTROLS

Move	Left analog stick
Flap wings	○ button

SETTING UP THE GAME

MAIN MENU

NEW GAME	Highlight and press the ⊗ button to begin your adventure.
LOAD GAME	Highlight and press the ⊗ button to continue a previously saved adventure.
BONUS ACTIVITIES	Play unlocked Mini-Games and access special features.
OPTIONS	Adjust a variety of game settings (see *Options* on p. 10).
AFTER SCHOOL GAMES	Play games using the EyeToy™ USB camera (see *EyeToy* on p. 10).

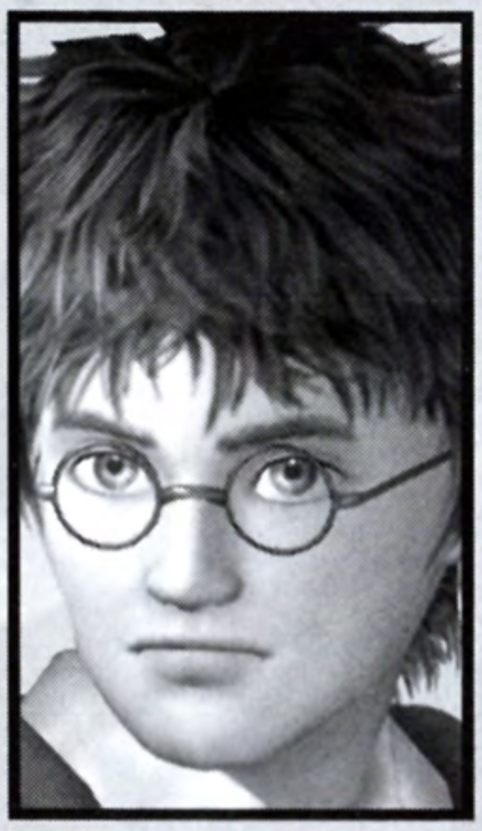
PLAYING THE GAME

GAME SCREEN

Note: For details on assigning spells and items to buttons, see *Inventory* on p. 9.

COMPANION PLAY

This adventure is Harry's most difficult yet – so he'll need all the help that Ron and Hermione can give him.
Each companion has special abilities, skills and spells that may be used to carry out tasks and solve puzzles. If one companion cannot complete a task or puzzle, try swapping to other companions and see if they're more successful. They may tell you that they can help!



HARRY POTTER

Harry Potter, "the boy who lived", survived an attack by the dark wizard, Lord Voldemort. Harry's athletic prowess is useful when it comes to climbing and jumping gaps.

RON WEASLEY

The sixth of Arthur and Molly Weasley's children to attend Hogwarts and a loyal friend to Harry, Ron's curiosity makes him a natural explorer and he can find passages that others might miss. In addition, Ron's fondness for items from Zonko's, the magical joke shop, means he's an expert with Stink Pellets and more!

HERMIONE GRANGER

Hermione's bravery and intelligence can prove invaluable. She is a gifted spell-caster and meticulous with her studies – both of which can help in a variety of ways. Hermione is also nimble and agile when it comes to treading where others may be less able.

RUNNING, WALKING AND SNEAKING ABOUT

- Press the left analog stick fully in the direction of travel for swifter progress.
- Half-press the left analog stick to move at a slower, walking pace.
- Push up against certain walls to 'Wall Sneak' (creep along walls and ledges quietly).
- To step away from a wall, press the ⊗ button.

INTERACTING WITH THE WORLD

- Move in close to people and objects to see if you can interact with them. If you can, the on-screen Action Button (⊗ button) tells you what to do.
- Approach and explore unfamiliar objects – this can be extremely useful in your adventure.
- You can push and pull heavy objects to clear the way, or use them to help you climb.

  Note: Remember, some items may be too heavy for one companion to move. You might need to call one of the other companions to help using the Call Companion Button (L1 button).

JUMPING, CLIMBING AND HANGING

When every door you've tried is locked and cupboards contain no vital clues, sometimes the only way out of a situation is to climb...

- Harry can climb up and down chains. Press the Action Button (⊗ button) to make him take hold of one.
- Slowly walk towards a ledge in order to hang from it.
- To drop from a ledge (when hanging from it), press the ⊗ button.
- To climb up onto a ledge when hanging from it, press the left analog stick ↑.
- To leap across a chasm, run Harry towards it (his athletic ability allows him to leap across chasms that the others cannot clear).

  Note: There are a number of different ways to explore. Watch the on-screen Action Button (⊗ button) as you step up to walls, doors and other objects.

SPELLS AND CHARMS

Note: Some spells are already known by all the companions. while others must be learned at Hogwarts.

Flipendo	Knocks objects and creatures backwards.
Expelliarmus	Duelling spell used to disarm an opponent.
Carpe Retractum	Harry can use this spell to pull objects, and to pull himself toward objects.
Draconifors	Hermione can use this spell to transfigure Draconifors dragon statues.
Expecto Patronum	Harry can use this protective charm to fend off Dementors. This highly advanced magic is well beyond Ordinary Wizarding Level.
Glacius	Hermione can use this spell to freeze water, create ice blocks and defend against certain creatures.
Lumos Duo	Ron can use this wand-lighting charm.
Reparo	Hermione can use this mending charm to repair damaged objects.

CASTING SPELLS

Note: Before you can cast a spell, you need to assign it to a controller button. See *Inventory* on p. 9 for information on how to assign spells.

To Aim a Spell:

1. Face the desired target, then press and hold the **R1** button. If you can aim at the target, a sparkling indicator appears around it.
2. As soon as you've aimed, press the chosen Spell Button and the spell is cast.

- Press the ⊗ button to try to dodge projectiles or spells while targeting.

Note: Keep the **R1** button **held down** until you cast the spell or you may miss the target!

TARGETING MULTIPLE OBJECTS

If you encounter multiple opponents, you can target each of them in turn. Press the **R1** button repeatedly to cycle through potential targets.

SUCCEEDING IN THE SPELL CHALLENGES

In each Spell Challenge there are a number of Challenge Shields to find. Finding all of these Shields helps you achieve the highest possible marks.

INVENTORY

Move among the sections of the Inventory	L2 button/R2 button
Highlight item	D-button ↑/↓/←/→
Select highlighted option/complete action/ close book	⊗ button
Assign the highlighted spell or item	□ button/△ button
Open/close Inventory	SELECT button

The spells Harry, Ron and Hermione have learned and the items they have found are stored in the Inventory. Go there to assign items and spells to the □ button or the △ button on your DUALSHOCK®2 analog controller.

Note: Press the ○ button to cycle through the Inventory by character.

To Equip a Spell or Item:

1. Highlight the spell or item you want to equip, then press the □ button or the △ button.
2. When you return to the game, the item or spell is assigned to the selected button. Its symbol appears on the on-screen controller.
3. Press the relevant button to cast the spell or use the item.

Note: For more information about the spells, see *Spells and Charms* on p. 8.

TASKS

In order to progress through the game, Harry, Ron and Hermione must all complete certain tasks. Check this list regularly, day and night, to keep your adventure on track. Remember that the companions need their rest, so make sure they get a good night's sleep each night. The Sleep Icon flashes up on the screen when it's time to end the day. Go to the Task screen and select the Sleep Button.

QUESTS

The Quests section shows all the items that the companions have found. Here you can check your collector's cards, see what items have been collected and find out the current Gryffindor house points total.

FOLIO UNIVERSITAS

Collector's cards detail the famous (and infamous) characters and magical creatures and are hugely popular with young wizards-in-training. You can find collector's cards around Hogwarts, or you can buy them from Fred and George's shop on the sixth floor of Hogwarts. They can then be stored in the Folio Universitas.

FOLIO BRUTI

The Folio Bruti contains valuable information Harry, Ron and Hermione have collected about magical creatures. Information is added when you find loose pages around Hogwarts. Check here for clues on how to defeat different magical creatures.

CHALLENGE SCORES

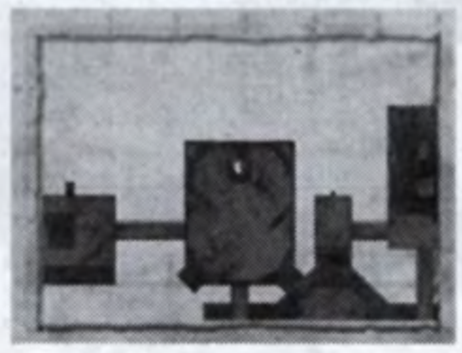
Look here for a record of how the companions have done in their Challenges.

HERMIONE'S STATUE LIST

There are some interesting statues around the school that Hermione may be interested in.

MAPS

Consult the maps section in the Inventory if you lose your bearings. You can only consult a map of the area that the companions are currently in.



PAUSE MENU

Press the START button to pause the game and open the Pause menu.

RESUME GAME	Return to current game.
SAVE GAME	Save current game (see *Saving and Loading* on p. 11).
OPTIONS	Adjust game options (see *Options* below).
QUIT GAME	Quit current game.

OPTIONS

You can select game options from the Main menu or the Pause menu.

Note: Default options appear in **bold** font in this manual.

FLYING CONTROL	Switch between **NORMAL** and REVERSE. In **NORMAL** mode press the D-button ↑ to fly down and press the D-button ↓ to fly up. REVERSE is the opposite.
CENTER SCREEN	Allows the screen to be centered by pressing the D-button ↑/↓/←/→.
VIBRATION	Switch Vibration **ON**/OFF.
SUBTITLES	Switch on-screen text **ON**/OFF.

GAME MODES

BONUS ACTIVITIES

Life at Hogwarts isn't all work – there are exciting activities too. To have some fun, select BONUS ACTIVITIES from the Main menu. These include the Duelling Club, Owl Racing and Hippogriff Flight Challenge. Bonus Activities may not be available until you have unlocked them.

EYETOY™

Note: To use the EyeToy™ features of *Harry Potter and the Prisoner of Azkaban* you must have an EyeToy™ USB Camera (for PlayStation®2).

CONNECTING THE EYETOY™ USB CAMERA (FOR PLAYSTATION®2)

Holding the USB connector for the EyeToy™ USB Camera with the USB mark facing up, securely insert the USB connector into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) on the front of the camera should light up blue to indicate that the EyeToy™ USB Camera is now ready to use.
If you encounter difficulties, refer to the instruction manual for the EyeToy™ USB Camera.

PLAYING THE AFTER SCHOOL GAMES

1. Highlight After School Games (EyeToy™) in the Main menu and press the ⊗ button.
2. Press the START button when you are in the EyeToy™ screen to access EyeToy™ Options.

Note: You can use the controller or your hands on the on-screen options to select from the available choices.

GHOSTS	**ON**/OFF (when set to **ON** you will encounter Ghosts at random points during gameplay – to fend them off, shout as loud as you can).
NUMBER OF ROUNDS	Select between 2 and **6** rounds.
EYETOY™ OPTIONS	These options allow you to configure the EyeToy™ Camera: CAMERA SENSITIVITY LOW/**MEDIUM**/HIGH; MICROPHONE SENSITIVITY LOW/**MEDIUM**/HIGH; LOW LIGHT MODE **OFF**/ON; CAMERA FOCUS.

3. Select PRACTICE, PLAY or QUIT.

PRACTICE

Practice on any of the 6 After School Games available (select NORMAL or HARD difficulty levels):

EXPLODING SNAP	A popular pursuit of Hogwarts pupils, Exploding Snap requires players to match a card with the snap card to create explosions and increase their score. Chaining correct guesses together produces higher scores.
DE-GNOMING	Pesky gnomes are running riot in Hagrid's garden. They must be cleared away by pushing them over the wall.
ZONKO'S JOKE SHOP	Splat as many Dungbombs on screen as possible before clapping your hands over parcels of Stink Pellets, Frog Spawn Soap and Hiccough Sweets to clear the screen.
CHOCOLATE FROGS	Clap to catch Chocolate Frogs on the windows of the Hogwarts Express.
GOBSTONES	Smash all the Gobstones you can, bursting them near other stones for more points.
SEEKER PRACTICE	Improve your Seeker skills by attempting to grab the Golden Snitch. Watch out for the Bludger!

PLAY

To play individually or against friends:

1. Choose the number of players (1 to 4).
2. Stand within the player outline to have your portrait taken (each player has their portrait taken when their turn starts).
3. Select NORMAL or HARD. The Sorting Hat places you in a school house and the game begins.

- You may be given chores to carry out by Mr. Filch.

  Hint: If you see a ghost, shout to drive it away. (Ghosts hear your shouts using the microphone built into the EyeToy™ USB camera.)

SAVING AND LOADING

SAVING A GAME

1. Press the ► START button during a game and highlight SAVE GAME, then press the ⊗ button.
2. Highlight the slot you want to save your game to and press the ⊗ button.

- If there are no empty slots, you must highlight an old saved game and save your new game in its place. If you are sure you want to overwrite the old game, highlight YES and press the ⊗ button.

3. The game is saved. Press the ► START button to continue.

Note: If you exit *Harry Potter and the Prisoner of Azkaban* without saving, you lose all progress made during that session.

LOADING A GAME

Note: You can only load a saved game from the Main menu.

1. Highlight LOAD GAME from the Main menu and press the ⊗ button.
2. Highlight the slot that your saved game is in and press the ⊗ button.
3. The game loads to the last save point before you saved.

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